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AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions of claims in the application:

**Listing of Claims:**

1. (Currently Amended) A notification system, comprising:  
a priorities system that prioritizes notifications;  
one or more prioritized notifications; and  
an object that automatically provides an glanceable interface corresponding to a priority level of one or more subsets of the prioritized notifications, wherein the notification system senses implicit user actions and adjusts the prioritization of one or more notifications based on the implicit user actions.
2. (Original) The system of claim 1, wherein the interface renders at least one of a visual, audio, and physical indication of the one or more prioritized notifications.
3. (Cancelled).
4. (Cancelled).
5. (Cancelled).
6. (Currently Amended) The system of claim [5]1, wherein the implicit user actions include at least one of response timing, reading, deleting, and ignoring the one or more prioritized notifications.
7. (Cancelled).
8. (Original) The system of claim 2, wherein the one or more prioritized notifications are categorized to at least one of a source and a domain, the source including the modality of the

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notification, the domain including a category associated with the user.

9. (Original) The system of claim 8, further comprising a display configured according to at least one of the source and the domain.

10. (Original) The system of claim 8, further comprising an input to enable switching the display between the source and the domain.

11. (Original) The system of claim 9, further comprising one or more display objects that are associated with the one or more prioritized notifications.

12. (Original) The system of claim 11, wherein the one or more display objects are located on the display according to the priority of the one or more prioritized notifications.

13. (Original) The system of claim 11, wherein the one or more display objects are rendered in proximity to one or more other display objects to provide meaning according to the proximity of the rendered display objects.

14. (Original) The system of claim 11, wherein at least one of the shape and the color of the one or more display objects are indications of at least one of the source, the domain, and the priority of the one or more prioritized notifications.

15. (Original) The system of claim 11, further comprising clustering rules for displaying N number of display objects in a constrained space, N being an integer, the clustering rules including at least one of rendering as many display objects that can fit in the display, defining meta display objects, and utilizing a third display dimension to display topological densities.

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16. (Original) The system of claim 11, further comprising mapping rules for associating the one or more prioritized notifications to the display.
17. (Original) The system of claim 11, wherein the display provides an indication of change over time associated with the one or more prioritized notifications.
18. (Original) The system of claim 17, wherein the display objects are rendered as at least one of brighter, darker, decaying, changing color and becoming more or less transparent to indicate change.
19. (Original) The system of claim 17, further comprising at least one of a fast forward and a replay selection to provide the indication of changes over time.
20. (Original) The system of claim 11, wherein the display objects are selected to provide at least one of a summary, an enlargement and a drill down of the one or more notifications.
21. (Original) The system of claim 20, further comprising semantic zooming to enable users to receive various levels of information regarding the one or more prioritized notifications.
22. (Original) The system of claim 20, wherein the display objects are at least one of a circle, a square, a triangle, a rectangle, a wedge, a sphere, a cube, a cylinder, and a cone.
23. (Original) The system of claim 11, wherein the display is rendered into one or more sectors associated with at least one of the source and the domain.
24. (Original) The system of claim 23, wherein the sectors collectively form at least one of a circle, a square, a triangle, a rectangle, a wedge, a sphere, a cube, a cylinder, and a cone.
25. (Original) The system of claim 23, wherein the sectors are subdivided according to the priority of the one or more prioritized notifications.

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26. (Original) The system of claim 23, wherein at least one of the sectors and the collective form are resizable to provide more or less information regarding the one or more prioritized notifications.
27. (Original) The system of claim 26, wherein vectors graphics are utilized to provide resize-ability to the sectors and the collective form.
28. (Currently Amended) The system of claim 24, further comprising one or more selections to at least one of close the display, ~~alter priorities~~, switch the display to another dimension, switch between a domain and source, and switch between transparent and non-transparent display modes.
29. (Cancelled).
30. (Original) The system of claim 11, wherein the display changes based upon an interaction level of the user.
31. (Original) The system of claim 30, wherein the interaction level is determined from the context of the user *via* the notification system.
32. (Original) The system of claim 11, wherein the display further comprises at least one of a crystal ball view, a radar view, a horizon view, and a funnel view associated with the one or more prioritized notifications.
33. (Original) The system of claim 11, wherein audio is rendered as at least one of a representation of the one or more prioritized notifications and as interactive feedback when one or more of the display objects are selected.

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34. (Currently Amended) A method to interface with a notification system, comprising,
- mapping at least one of a notification and a priority to one or more objects;
  - automatically rendering the one or more objects ~~in a glanceable manner~~ based upon at least one of the notification and the priority; and
  - providing inputs to interact with the notification system;
  - implicitly sensing a user's interaction with the notification system; and
  - adapting the priority of one or more objects based on the user's interaction.
35. (Original) The method of claim 34, further comprising, providing at least one of an update and an overview over time in relation to at least one of a source and a domain according to at least one of the notification and the priority.
36. (Original) The method of claim 35, further comprising switching between the source and the domain.
37. (Original) The method of claim 34, further comprising rendering at least one of a visual, audio, and physical indication of at least one of the notification and the priority.
38. (Cancelled).
39. (Original) The method of claim 34, further comprising locating the one or more objects on a device according to at least one of the notification and the priority.
40. (Previously Presented) The method of claim 34, further comprising providing meaning according to the proximity of the one or more objects within a given segment.
41. (Original) The method of claim 34, further comprising at least one of the following rules:
- fitting the amount of the one or more objects in a display;
  - defining meta display items; and
  - utilizing a third display dimension to display the one or more objects.

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42. (Original) The method of claim 34, further comprising providing at least one of a summary, an enlargement and a drill down of the one or more objects.
43. (Original) A computer-readable medium having computer-executable instructions for performing the acts of claim 34.
44. (Currently Amended) A graphical user interface, comprising,  
means for routing at least one prioritized notification;  
means for automatically rendering the at least one prioritized notification to a display ~~in a~~  
~~glanceable manner;~~  
means for interacting with the at least one prioritized notification;  
means for implicitly sensing a user's interaction with the at least one prioritized  
notification; and  
means for altering the priority of notifications based on the user's interaction.
45. (Original) The interface of claim 44, further comprising means for updating the display in relation to at least one of a source and a domain according to the at least one prioritized notification.
46. (Currently Amended) A scope user interface, comprising:  
a plurality of prioritized notifications;  
at least one display sector associated with at least one of a source and a domain; ~~and~~  
at least one display object mapped to at least one of the plurality of prioritized  
notifications and a portion of the display sector; and  
a feedback component operable to sense a user's interaction with the scope user interface  
and modify prioritization decisions based on implicit feedback.
47. (New) A signal operable to transmit computer-executable instructions for performing the method of claim 34.